

decisions such as selecting the clubsets and putters to obtain best results.

These listings are not meant provide an exhaustive listing of all reports but merely to provide examples of the many useful reports that can be defined.

Of course, numerous other reports relating the effects of both intrinsic and extrinsic factors on player performance are also possible. Those skilled in the art will contemplate reports such as club performance in relation to various temperatures, game scores by ball model, game scores by ball compression, reports listing in order of magnitude those extrinsic factors impacting a player's ability on a given day or over the course of numerous games, and so on.--.

IN THE CLAIMS

Please add new claims 21 through 32 as follows:

--21. A method as defined in claim 10, wherein the data entered in the one or more pre-game screens includes extrinsic factors tending to have an effect on a player's performance.

22. A method as defined in claim 13, wherein the golf information entered in the pre-game screen further comprises extrinsic factors tending to have an effect on a player's performance.

23. A method for recording and reporting golf information, comprising the following steps:

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storing a plurality of pre-game, game-interactive and post-game information screens in the memory of a handheld computer unit having a generally writable display capable of selectively displaying one or more of the screens;

displaying one or more pre-game screens and prompting the selection and recording of data defining extrinsic factors tending to have an effect on player performance;

subsequently providing a choice from among a plurality of game-interactive recording screens for the selection and recording of data while the game is being played;

displaying a chosen game-interactive recording screen;

selecting and recording data in the chosen game-interactive recording screen corresponding to the game as it is played; and

providing post-game report screens based on the data entered in both the pre-game and game-interactive screens.

24. The method of claim 23, wherein the step of prompting the selection and recording of data defining extrinsic factors further includes the selection and recording of parameters of the game to be played.

25. The method of claim 23, wherein the pre-game screens

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are provided with means for selecting non-sequential option screens.

26. The method of claim 23, wherein the game-interactive screens are provided with means for selecting non-sequential option screens.

27. The method of claim 23, wherein the game-interactive screens comprise a first screen with a first level of recording, and a second screen with a second level of reporting.

28. The method of claim 23, wherein the post-game report screens include one or more factual and statistical reports based on the relationship between a player's performance in a game and extrinsic variables entered in the one or more pre-game screens.

29. The method of claim 28, further including the step of providing one or more game-interactive advice/feedback screens as a game is being played.

30. The method of claim 29, wherein the one or more game-interactive advice/feedback screens include statistical and factual information based on the data entered in both the pre-game and game-interactive screens.

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